CHECK OUT THE EVER-GROWING

LEAPSTER™

LEARNING GAME SYSTEM LIBRARY!

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LEAPSTER™

LEARNING GAME SYSTEM ACCESSORIES

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Schoolhouse Rock® Grammar Rock™

Experience classic Schoolhouse Rock with a new twist! Sing along with five animated songs and play an interactive game to learn the fundamentals of grammar!

© Disney Enterprises, Inc./
Pixar Animation Studios

The Incredibles™

Meet the Incredibles and engage in an extra-ordinary battle of wits and superpowers! This Leapster game teaches spelling, grammar, math and problem solving.

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Schoolhouse Rock® America Rock™

Experience classic Schoolhouse Rock with a new twist! Sing along with five animated songs and play an interactive game to learn the fundamentals of American history!

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Bratz™

Experience the funky and fabulous Bratz™ girls in a whole new way—through fun learning games! Play five games and learn essential skills for third and fourth grade!

Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

Recharging System

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster handheld directly from an AC outlet!

Includes: • Recharging dock • Rechargeable battery pack • AC adapter

Carrying Case

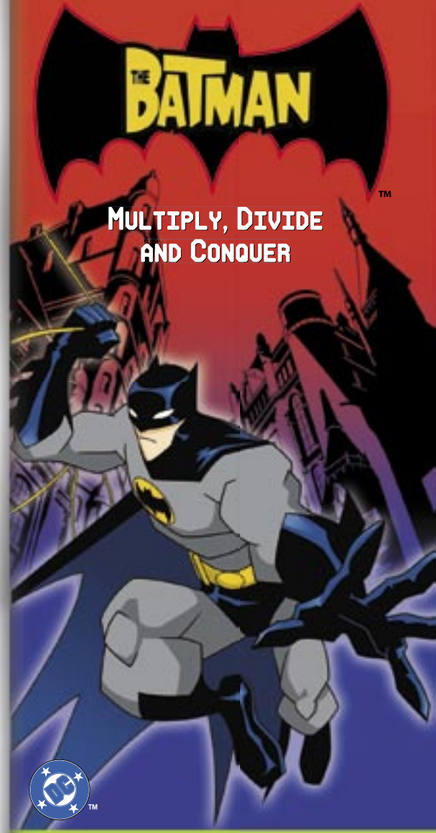
This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately. May not be available in all markets outside of the U.S.

LEAP FROG™

LEAPSTER™

LEARNING GAME SYSTEM



PARENT GUIDE

www.leapfrog.com

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

Join the Caped Crusader on his mission to multiply, divide, and conquer all evil villains in *Gotham City!* Use Batman's excellent crime-fighting abilities and handy tools to solve place value, geometry, multiplication and division problems.

Getting Started:

1. Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

Sign In:

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

Mission Selection Screen:

The Batman: Multiply, Divide and Conquer learning game features dynamic side-scrolling action and combines superhero gaming with essential 3rd- and 4th-grade math skills.

3. Select Missions by using the *Batcave* Computer. Use the D-pad to highlight a Mission, and press the "A" button to select it. To start, select Training to learn how to maneuver *Batman* through *Gotham City*.

Training

Play CLUEMASTER to learn about place value.

Play THE JOKER to learn about division.

NOTE: Players can only play THE JOKER after completing the other Missions.

Play FIREFLY to learn about geometry.

Play MR. FREEZE to learn about multiplication.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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2nd Grade

Meet the Algorithmics and engage in an extraordinary battle to stop a sinister villain from silencing the music of the world! This LEAPSTER™ game teaches more than 50 essential skills for second grade.

Junie B. Jones

This interactive journal is packed with activities that encourage creative writing, reading, drawing and sharing ideas with your best friend, Junie B. Jones!

© 2004 by Barbara Park, and illustrations © 2003 by Denise Brunkus

Mr. Pencil's Learn to Draw & Write

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

Math Baseball

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

Images are representative of gameplay and do not reflect actual screenshot pixelation.

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Coming Fall 2005!

Math Missions™

Earn money by solving math problems, and then spend your hard-earned cash on exciting arcade games!

™ & © Scholastic Inc.

I SPY™ Challenger

Are your fingers and brain fast enough for the challenge? Develop essential thinking skills on-the-go with the fast-paced games and clever rhyming riddles of I SPY.

™ & © Scholastic Inc. I SPY and design is a trademark of Jean Marzollo and Walter Wick. Text © Jean Marzollo. Photographs © Walter Wick.

Learning at Three Degrees of Difficulty

Players can play each Mission in *The Batman: Multiply, Divide and Conquer* at one of three levels of difficulty, defined by the skills being taught and the facility needed to play the game. The Bronze difficulty level covers mathematical curriculum addressed at the beginning of third grade, while the Silver difficulty level is designed for the middle of third grade and beginning of fourth grade. The Gold difficulty level introduces more advanced concepts found in fourth-grade math curriculum.

How a Tutorial Works

Players can access tutorials in three different ways:

- Press the Hint button after a question is asked and get help with that particular question.
- Press the Hint button when no question has been asked to load the *Batwave* tutorial and get general help for the choosen level of difficulty.
- Go to the Options screen to access the *Batwave* tutorial.

Tutorials provide step-by-step explanations of the questions presented. For example, for help with division, the tutorial explains the function of each number in an equation.

Fun surprises, tips and tricks at www.leapsterworld.com!

The web site *www.leapsterworld.com* is the place to go to learn fun game tips and tricks and to unlock special rewards using secret codes earned while playing the game.

Turn off the LEAPSTER™ handheld before removing the cartridge.

The LEAPSTER handheld will save the player's work only if you turn off the power to the LEAPSTER handheld before you remove the cartridge. Removing the cartridge before turning off the power will result in lost information, and may damage the cartridge.

The Batman: Multiply, Divide and Conquer

Game Controls: Players navigate *Batman* through different locations around *Gotham City* in this action-packed game.

- Press Left or Right to move *Batman* across the screen.
- Press the "A" button to jump. Press and hold the "A" button to jump higher. While in the air, press the "A" button to shoot the *Batgrapnel*. The grapnel will only anchor to , so only aim the grapnel at the . Once *Batman* is swinging from the *Batgrapnel,* press left or right to gain momentum and jump further. While holding onto the *Batgrapnel, Batman* can hang. Press up or down and *Batman* will move up and down while hanging.
- Press the "B" button to throw the *Batarang* when *Batman* is far away from an enemy. Press the "B" button to punch or kick when *Batman* is close to the enemy or an answer block.
- Press down on the D-pad to make *Batman* duck. Press the "A" button to drop down while in a ducked position.
- Use the stylus to interact with tutorial screens or statistic screens that show game progress.

Levels of Play: Each Mission offers four levels of play. Three levels present challenging mathematical questions to solve. Once players advance to Level 4, they are challenged to a Boss Battle where *Batman* takes on the super villain for that particular location.

Select a Math Challenge: Once a level has been selected, players can then select a math challenge by choosing the appropriate difficulty level. The player can choose between Bronze (early third-grade curriculum), Silver (end of third-, beginning of fourth-grade curriculum), or Gold (fourth-grade curriculum) difficulty levels.

Solving Math Problems: Players use their math power to solve problems and keep *Batman* moving forward on his quest to battle the villains. When *Batman* runs into a , it's time to solve a math problem:

- Run up to an answer block and punch the correct answer.
- Jump on an answer platform with the correct answer.
- Run up to a toggle block. Punch it until the block shows the correct answer. Confirm the answer by punching the answer switch to move forward.
- Push correct push blocks onto the pressure platform to move forward.
- Stand under the number bars. Jump up and grab onto a block to change the number inside. Punch the answer switch to move forward.

As You Get Smarter, *Batman* Gets Stronger: Keep an eye on Batman's health meter at the top of the screen. Every time players answer a question correctly, *Batman* gets stronger. His lifeline shrinks with incorrect responses.

Mission: Cluemaster

How To Play

Cluemaster has taken over *Gotham City* Studios. It's up to *Batman* to take this cold-hearted villain off the air. As *Batman* explores the floors of the Studios, he runs into mathematical challenges—players must answer questions about place value to advance through the game. Falling stage lights and sandbags present obstacles along the way as *Batman* progresses to the end of the level. Watch out for Cluemaster's henchmen. If *Batman* gets too close, they'll zap him!

What's Being Taught?

Place Value: The value of a digit in a number as determined by its position. Players practice reading, ordering and determining the value of large numbers. Players identify the place value of digits in numbers, and recognize number names as well as numbers in expanded forms. Players also compare and order numbers, including whole numbers through the millions and decimals (tenths and hundredths).

Why Is That Important?

Place value is an important concept to master. Knowing the value of each digit in a number allows children to effectively compare, order and work with larger numbers. As children's number experiences broaden, they learn that it is possible to create any number greater than nine using a combination of all the digits that come before ten (0-9). They learn that the value of each digit is determined by its place in the number: 432 is 4 hundreds, 3 tens and 2 ones. It's critical that children understand that there's a difference between the numeral 4 in the number 432 and the numeral 4 in the number 234. Understanding and counting groups of ten—just like units of one are counted—is a first step in appreciating place value.

Mission: Firefly

How To Play

Things are starting to heat up in *Gotham City*. Firefly has broken into Wayne Industries to steal the latest laser technology. Throughout the Mission, players encounter a variety of geometric problems that they must solve before *Batman* can move forward. Security and spider robots keep *Batman* alert as he moves from floor-to-floor to reach the end of the level.

What's Being Taught?

Geometry: The study of two-dimensional shapes, properties and relationship of these shapes, and movement and location in space. Firefly reinforces children's knowledge of shape, size, symmetry, congruence and similarity in two- and three-dimensional objects. Players recognize specific properties of shapes (including parallel and perpendicular lines), compare and name plane and solid shapes, learn geometric vocabulary and develop an understanding of translations, reflections and rotations.

Why Is That Important?

Understanding properties of two-dimensional shapes is an important goal. Communication and reasoning skills develop as children describe, compare and classify shapes. They discover the properties that define different shapes—such as that a square has equal sides and four right angles. Developing this spatial recognition helps children apply what they know to unfamiliar shapes. When children visualize, draw and compare shapes in different positions, they learn that geometry is an important part of their world. An understanding of geometry also helps with learning other math skills, such as measurement and numbers.

Mission: Mr. Freeze

How To Play

Mr. Freeze has robbed the *Gotham City* Diamond Exchange, and *Batman* must track him down! Players put their minds to work as they solve a variety of multiplication problems—*Batman* can only move forward when the problems are solved. At the same time, they need to keep on guard! Ice Phoenixes fly overhead while Ice Thugs prowl on the ground, using their ice technology to freeze everyone and everything they run into—including *Batman!*

What's Being Taught?

Multiplication: A mathematical operation used to find the total number of units in several equal groups or to find the number of times a number is repeated. *Mr. Freeze* provides a context to help players understand the meaning of multiplication and how it relates to other operations. Players are introduced to practical applications of multiplication, the inverse relationship of multiplication and division, basic facts and fact strategies, multiplying by a one-digit number and a multi-digit number, identifying missing information in problem solving, and understanding multiplication problems using number sentences.

Why Is That Important?

Proficient problem solvers understand the meaning of multiplication and know when to apply this skill. Real-world problems are solved by multiplying repeated groups of the same amount—rather than taking the time to add up the total. Mastering basic math facts allows children to calculate larger numbers as well as estimate a total. As children recognize patterns, they learn strategies that help them recall basic facts, such as that multiplying two factors results in the same product regardless of the order. If children know $2 \times 5 = 10$, then they also know that $5 \times 2 = 10$. Automatic recall of the multiplication facts lays the groundwork for more advanced computations.

Mission: The Joker

How To Play

The Joker's causing trouble again. The *Clown Prince of Crime* is kidnapping citizens of *Gotham City*. His menacing goal is to turn them all into giant playing cards. But this is no joke! Players help *Batman* navigate his way through an abandoned funhouse, while wind-up toy soldiers and Jack-in-the-Boxes try to stall his efforts. Bouncing rubber balls pelted from flying toy helicopters present more challenges. Can *Batman* stop *The Joker* from turning all the citizens of *Gotham City* into playing cards?

What's Being Taught?

Division: A mathematical operation based on sharing or separating into equal parts. *The Joker* provides a context to help players understand the meaning of division and how it relates to other operations. Players are taught practical applications of division, the inverse nature of multiplication and division, division problems (including number sentences), to choose the correct operation when solving problems, to identify missing information and patterns in division sentences, and to estimate a quotient.

Why Is That Important?

As children develop an understanding of division and how it relates to other operations, they are better able to determine when to use it to solve different kinds of real-world problems. Children learn that the meaning of division depends on the context. For example, dividing 24 *Batman* stickers among four friends, or $24 \div 4 = 6$. In this example, children need to find the number of stickers each friend will receive. Achieving proficiency with basic mathematic facts also helps children gain confidence in their abilities.

Try This at Home:

Reinforcing Place Value

- Work with your child to find large numbers in magazines, articles or newspapers. Find out how many people live in your town or the distance from Earth to Saturn. Collect other interesting facts that involve large and small numbers. Talk about the purpose of each numeral in those numbers.
- Make as many numbers as possible from a combination of numerals. Write down six numerals. Have your child use the numbers to make two-, three- and four-digit numbers. Have them put the numbers in order from the smallest to the largest.
- Play mental math guessing games. Tell your child you're thinking of a specific number. Give them clues that make your child think about the value of each digit. For example, "I'm thinking of a number. It has the same digit in the tens and ones place. It's greater than 40 and less than 55. What's the number? That's right—44!"

Reinforcing Geometry

- Look for three-dimensional shapes around your home or community, such as prisms, pyramids, cones, cylinders and spheres. Draw and label sketches of shapes you find. Talk about the similarities and differences between two- and three-dimensional shapes.
- Bend wire to create two-dimensional shapes, such as circles, triangles and squares. Dip the shapes in a liquid soap-and-water mixture to create bubbles. Explore what happens when you use the wire to create three-dimensional shapes, such as pyramids and cubes.
- Find and draw pictures of things around the house that have right or square corners, such as tables, pictures and kitchen counters.
- Expand your child's vocabulary. Draw their attention to prefixes and suffixes in geometric terms. For example, write the word polygon. Talk about the meaning of the word parts: *poly,* meaning "many" and *gon,* meaning "angles." See if your child can use that information to figure out the meaning of other geometric terms: pentagon, meaning "five angles"; hexagon, meaning "six angles"; and octagon, meaning "eight angles". Challenge them to draw pictures of each shape.

Try This at Home:

Reinforcing Multiplication

- Work with your child to write a list of things that come in groups. Think of things that come in groups of two, such as batteries, chopsticks, mittens and earrings. Challenge your entire family to think of things that come in groups of threes, fours and fives. Use the objects to tell math stories that involve equal groups. For example, "I bought five packages of DVDs. There are 12 DVDs in each package. What's the total number of DVDs? That's right—60 DVDs!"
- Find items at your local store that are organized in rows or arrays, such as candy or sheets of postage stamps. Use a stopwatch to time how quickly your child can compute the total number of items. Remind them that arrays are groups of objects placed in rows and columns.
- Write the numbers 1 – 6 on separate strips of paper. Put the number strips in a bag or sock. Take one strip out of the bag and have your child draw that number of squares. Then, draw another strip and have your child draw that number of dots in each of the squares. Write a multiplication sentence that explains the picture. Use the picture to help your child see multiplication as repeated addition.

Reinforcing Division

- Create a set of flash cards for challenging division facts. Use objects around the house, draw pictures and use numbers to show how to solve each fact. Allow time for your child to explain the strategy behind each solution.
- Write a division sentence on a piece of paper, such as $54 \div 9 = 6$. Have your child explain the related math sentences that create the fact family. Use a calculator to quickly check the answers.
- When preparing meals or snacks, ask your child to help divide quantities of food into equal groups. Ask, "How many grapes in all? How many grapes are in each bag? Did we have any grapes left over?"

U. S./Canada Consumer Service Contact:
Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support,* or our Canada Consumer Support Web site at: *http://lfcanada.custhelp.com,* 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:
Telephone: (800) 701-LEAP (5327)
Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:
Please visit our U.K. Consumer Support Web site at: *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:
Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information
This LeapFrog® product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules -- If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date,

LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog's exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state and country to country.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

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